

# Amateur Computer Group of New Jersey NEWS

Volume 40, Number 07

July 2015

## ACGNJ Announcements

### ACGNJ HAS SUMMER ACTIVITIES!

While many of our meetings shut down for the summer, others *don't*. Some of our Special Interest Groups have meetings scheduled. When you're not "catching some rays" or "riding the wild surf", maybe you might consider attending a few of them. Have you been curious about one or more of the SIGs to the right, but just haven't found the time to "drop in"? This could be the opportunity you've been looking for.

Have a great summer, full of fun, adventure and relaxation. Plus computer stuff *too*!

### REMEMBER THESE DATES:

**July 11, 2015** is the *twenty-first* anniversary of the death of Dr. Gary Arlen Kildall. He was the *real* "Father of the Personal Computer Revolution", the true progenitor of all things now credited to another. (See *Lest We Forget* in the September 2007 ACGNJ News).

**July 31, 2015** is the *sixteenth* Annual System Administrator Appreciation Day. Send your Sysadmin a bouquet of flowers and maybe some candy. (Unless you *want* your network connection to suddenly go down at the worst possible moment).

For further information, please go to:

<http://www.sysadminaday.com>

**This newsletter was made by 100% pure Linux!**

Operating System: Ubuntu 12.04 LTS

Desktop Publisher: Scribus 1.3.3.13

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## ACGNJ Meetings

For the very latest news on ACGNJ meetings, please visit the ACGNJ Website ([www.acgnj.org](http://www.acgnj.org)).

For news from OTHER clubs, please go to:

<http://www.acgnj.org/joomla/>

**Lunics (Linux/UNIX):** Monday, July 6, 8:00 PM

Monday, August 3, 8:00 PM

Andreas Meyer (lunics (at) acgnj.org)

**Mobile Devices: (No meeting in July)**

Wednesday, August 12, 7:30 PM

Brenda Bell (mobdevsig (at) acgnj.org )

**Investing:** Thursday, July 9, 8:00 PM

Thursday, August 13, 8:00 PM

Jim Cooper (jim (at) thecoopers.org).

**NJ Gamers:** Friday, July 10, 6:00 PM

Friday, August 14, 6:00 PM

Gregg McCarthy (greggmajestic (at) gmail.com)

**Computer Workshop: Saturday, July 11, 1:00 PM  
Saturday, Aug. 15, 1:00 PM**

Bob Hawes (bob.hawes (at) acgnj.org).

**Java:** Tuesday, July 14, 7:30 PM

**(No meeting in August)**

Mike Redlich (mike (at) redlich.net)

**Web Browser:** Monday, July 20, 7:30 PM

**(No meeting in August)**

David McRitchie (firefox (at) acgnj.org)

***The following do not hold meetings in the summer:  
C/C++, Layman's Forum, WebDev, Main Meeting,  
Window Pains.***

All meetings, unless otherwise noted, are at the Scotch Plains Rescue Squad, 1916 Bartle Ave, Scotch Plains, New Jersey. Directions and map on last page. 📄



<http://www.acgnj.org>

Founded 1975

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## Officers, Directors and Leaders

President	Mike Redlich	(908) 246-0410	Director Emeritus	Sol Libes	(609) 520-9024
Vice President	Wendy Bell		Through 2015	Scot Jenkins	
Treasurer	Malthi Masurekar	(732) 560-1534		Gregg McCarthy	
Secretary	Brenda Bell			John Raff	(973) 533-0664
Past President	Evan Williams	(908) 359-8070		Frank Warren	(908) 756-1681
			Through 2016	Bob Hawes	
				David McRitchie	
				Michael Reagan	
				Paul Syers	
<b>Special Interest Groups</b>					
C Languages	Bruce Arnold	(908) 735-7898			
Computer Workshop	Bob Hawes				
Hardware	Mike Reagan				
Investing	Jim Cooper				
Java	Michael Redlich	(908) 246-0410			
Layman's Forum	Matthew Skoda	(908) 359-8842			
LUNICS	Andreas Meyer				
Mobile Devices	Brenda Bell				
NJ Gamers	Gregg McCarthy				
Web Browser	David McRitchie				
Window Pains	John Raff	(973) 533-0664			
			<b>Standing Committees</b>		
			APCUG Rep.	Frank Warren	(908) 756-1681
			Facilities	John Raff	(973) 533-0664
			Financial	Evan Williams	(908) 359-8070
			Historian	Lenny Thomas	
			Membership	Bob Hawes	
			Newsletter	Bob Hawes	
			Publicity	Gregg McCarthy	
			Trenton Computer Fest	Mike Redlich	(908) 246-0410
			Vendor Liaison	Arnold Milstein	(908) 753-8036
			Webmaster	John Raff	(973) 533-0664

## ACGNJ News

### Editor

Robert D. Hawes  
**bob.hawes@acgnj.org**

### Editor Emeritus

Barbara DeGroot

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**Submissions:** Articles, reviews, cartoons, illustrations. Most common formats are acceptable. Graphics embedded in the document must also be sent as separate files. E-mail submissions to [newsletter@acgnj.org](mailto:newsletter@acgnj.org) preferred. **Always confirm.** Date review and include name of word processor used, your name, address and phone and name, address and phone of manufacturer, if available.

**Tips for reviewers:** Why does anyone need it? Why did you like it or hate it? Ease (or difficulty) of installation, learning and use. Would you pay for it?

**Advertising:** Non-commercial announcements from members are free. Commercial ads 15 cents per word, \$5 minimum. Camera ready display ads: Full page (7 x 10 inches) \$150, two-thirds page (4.5 x 10) \$115, half-page \$85, one-third \$57, quarter \$50, eighth \$30. Discount 10% on 3 or more consecutive insertions. Enclose payment.

**Publication Exchange:** Other computer user groups are invited to send a subscription to ACGNJ at the address below. We will respond in kind.

**Address Changes** should be e-mailed to [membership@acgnj.org](mailto:membership@acgnj.org) or sent to ACGNJ at the address below.

**Membership:** Regular (now includes *all* family members who reside at the same address): 1 year \$25, 2 years \$40, 3 years \$55. Student: 1 year \$20. Senior Citizen (over 65): 1 year \$20, 3 years \$45. Send name, address and payment to ACGNJ, PO Box 135, Scotch Plains NJ 07076.

**Typographic Note:** This ACGNJ News was produced using Scribus 1.3.3.13. Font families used are Times New Roman (TT) for body text, Arial (TT) for headlines.

### E-Mail Addresses

Here are the e-mail addresses of ACGNJ Officers, Directors and SIG Leaders (and the Newsletter Editor). This list is also at <http://www.acgnj.org/officers.html>.

Bruce Arnold	barnold@ieee.org
Brenda Bell	mobdevsig@acgnj.org
Wendy Bell	ariellechaya@hotmail.com
Jim Cooper	jim@thecoopers.org
Barbara DeGroot	bdegroot@ptd.net
Mark Douches	pcproblems@pobox.com
David Eisen	ultradave@gmail.com
Manuel Goyenechea	Goya@acgnjdotnetsig.org
Bob Hawes	bob.hawes@acgnj.org
Sol Libes	sol@libes.com
Malthi Masurekar	masureka@umdnj.edu
Don McBride	don@mcbride.name
Gregg McCarthy	greggmcc@optonline.net
David McRitchie	dmcritchie@hotmail.com
Andreas Meyer	lunics@acgnj.org
Arnold Milstein	mrflark@yahoo.com
John Raff	john@jraff.com
Mike Reagan	hardware@acgnj.org
Mike Redlich	mike@redlich.net
Matt Skoda	som359@aol.com
Paul Syers	paul.syers@acgnj.org
Lenny Thomas	lennythomas@technologist.com
Scott Vincent	scottvin@optonline.net
Frank Warren	kb4cyc@webwarren.com
Evan Williams	tech@evanwilliamsconsulting.com

**ACGNJ Reports**  
**Main Meeting Report**  
**(Also Our June 2015 Board of Directors Meeting)**  
*Bob Hawes, ACGNJ*

We had 11 attendees on June 5<sup>th</sup>. First, we held our monthly Board Meeting, which ran from 7:18 PM until 8:37 PM. (Long, as usual). After that, as promised, I ran videos. (Because of past problems that I had when streaming videos at club presentations, I actually downloaded my selections to my USB memory stick ahead of time; and ran them from there at the meeting. For this report, the best I can do is give you links).

I started out with some comedy, beginning with Pollution by Tom Lehrer (2:36).

<http://www.youtube.com/watch?v=XCojBngA--s>

The above link is to my favorite version, but I once had problems streaming it to somebody else's computer. So I've also included the link below, to a live performance in which Tom substituted some alternate lyrics. Enjoy!

[https://www.youtube.com/watch?v=nz\\_-KNNl-no](https://www.youtube.com/watch?v=nz_-KNNl-no)

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variations of the old "Slowly I Turned" bit, using "Niagara Falls", "Pokomoko", and several other words as trigger phrases; but **they** didn't invent it. That classic routine has been traced back to at least 1913, and it may go back even further. Anyway, the Three Stooges performed their version of it in this clip, cut from the 1944 short, *Gents Without Cents*. (4:02) Note that there is an uncorrected vocal blooper in this scene. Can you find it?

<https://www.youtube.com/watch?v=MYP1OBZjFK0>

Now we get to the serious stuff. These last four videos are from TED, a nonprofit devoted to Ideas Worth Spreading. (It started out in 1984 as a conference bringing together people from three worlds: Technology, Entertainment, and Design. Since then, its scope has become ever broader).

When the late Roger Ebert lost his lower jaw to cancer, he lost the ability to eat and speak. But he did not lose his voice. In a moving talk from TED2011, Ebert and his wife, Chaz, with friends Dean Ornish and John Hunter, come together to tell his remarkable story. (19:29) Sadly, Roger passed away

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(Cue Porky Pig saying; "Ibbida Dibbida Dibbida That's All Folks").

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I wound up my visit to Tom with The Element Song (1:24)

<https://www.youtube.com/watch?v=DYW50F42ss8>

Next I ran two brief clips of the Three Stooges. This first historic scene is just thirty seconds long, but it'll take me even longer than that to explain it. Curly had a stroke in May of 1946, and was forced to retire. This scene is from *Hold That Lion*, the third film made after Shemp rejoined the Stooges. Curly was in pretty good health at the time, and he just happened to be visiting the set. Director Jules White spontaneously thought of a way to fit Curly into a scene they were filming that day, and Curly was happy to do it. This is the **only** piece of film in which brothers Moe, Curly and Shemp appeared at the same time. Plus, we've got Larry thrown in, too.

<https://www.youtube.com/watch?v=Sk4ujI-EOMk>

In the forties and fifties, Abbot and Costello filmed

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just over two years after this talk was recorded.

[https://www.ted.com/talks/roger\\_ebert\\_remaking\\_my\\_voice](https://www.ted.com/talks/roger_ebert_remaking_my_voice)

You've never seen data presented like this. With the drama and urgency of a sportscaster, statistics guru Hans Rosling debunks myths about the so-called "developing world." (19:50)

[https://www.ted.com/talks/hans\\_rosling\\_shows\\_the\\_best\\_stats\\_you\\_ve\\_ever\\_seen](https://www.ted.com/talks/hans_rosling_shows_the_best_stats_you_ve_ever_seen)

Backed by stunning illustrations, David Christian narrates a complete history of the universe, from the Big Bang to the Internet, in a riveting 18 minutes. This is "Big History": an enlightening, wide-angle look at complexity, life and humanity, set against our slim share of the cosmic timeline. (17:40)

[https://www.ted.com/talks/david\\_christian\\_big\\_history](https://www.ted.com/talks/david_christian_big_history)

When every cellphone can record video and take pictures, everyone is a potential news source. Reporter Paul Lewis tells two stories that show us the future of investigative journalism. (16:56) Filmed at TEDxThessaloniki.

[https://www.ted.com/talks/paul\\_lewis\\_crowdsourcing\\_the\\_news](https://www.ted.com/talks/paul_lewis_crowdsourcing_the_news)

## ACGNJ Investment Meeting Summary (June 11, 2015)

*Philip Lees, ACGNJ*

For June's meeting, 6/11/2015, we had **13** attendees.

Jim started the meeting with a discussion on how to scan the market to find "highs and lows", and, as the stock(s) were at an extreme, setting up the potential for a "reversal" trade (aka: "pullback" at a high, or a "bounce" at a low). Interesting stuff for trade setups!

Jim then went on to discuss the pros and cons of option debit spreads (re: debit = buying the spread). This type of trade is particularly suitable in a low-volatility environment, like right now, when a stock is at an extreme, and the "spread" strategy will reduce the cost-basis of the trade.

Lastly, we did the "Check your Ticker" segment. George had asked to look at one particular symbol that was at an extreme, which also had a lot of insider buying. The ticker will not be named here,

but it will be discussed at next month's meeting - Please attend in July!

Thanks to everybody who attended, I hope that you all can make very good use of what was discussed.

Please attend the meetings, everybody learns from them, and, if there are any "giveaways", you will be sure to get your own copy.

We hope to see you at July's meeting, **7/9/2015**. Also, please send an email to Jim if you would like *\*any\** trading topic to be discussed. Or, if you would like to discuss *\*your\** trading preferences, others would **definitely** like to hear *\*your\** trading ideas, too.

In the meantime, have a wonderful July 4th. Thank you.

Philip Lees

## Mobile Devices Meeting Report

*David McRitchie, ACGNJ*

Our June 10, 2015 meeting had to be **CANCELED**, due to Brenda's bicycle injuries.

## Computer Workshop Report

*Bob Hawes, ACGNJ*

We had a total of two attendees at our June 13<sup>th</sup>, 2015 meeting. (Coincidentally, it was the *exact* day of our club's 40th Anniversary). Mostly, we followed our usual random-access format. I *did* bring a frozen

chocolate layer cake, just in case a lot of party-ready people showed up; but as it turned out, neither of us really felt like eating cake. So I wound up taking it back home again.

## C/C++ SIG Report

*Scot Jenkins, ACGNJ*

We had 5 attendees on June 16, 2015. The meeting started with an initial session of random access, as it always does. Next, Bruce Arnold gave a demo of a simple Windows Form program to print a text file

written in C#. The rest of the meeting was spent looking at some of the code in the Microsoft Visual Studio debugger, and looking at the details of specific functions called by the program.

## Windows Pains Meeting Report

**(Our Annual Planning Meeting)**

**(And Also Our 40<sup>th</sup> Anniversary Dinner)**

*Bob Hawes, ACGNJ*

We had 15 attendees on June 19<sup>th</sup>. We laid out a schedule of meetings for the next year. (Of course, it *will* be modified as the year progresses). In addition, we collected 20 substitute suggestions, for use if

necessary. Here's a link to the complete list:

<http://www.acgnj.org/pm/ACGNJ.2015.-.16.Talk.Schedule.html>

We served dinner (pizza), plus Wendy and Brenda provided a choice of two cakes (both delicious).

## Still Too Big??? (Part 5) The Wrap Up

Bob Hawes, ACGNJ

When I finished *Still Too Big??? (Part 4)* in our June 2015 issue, I figured that my *Still Too Big??? series* was just about over. However, I thought that I should consolidate everything that I've learned about "bigness" into one place. So that's what I'm doing here. (Don't worry. There *will* be some new information in this article. However, *a lot* of it will be at the very end, in *Appendix I: Downsizing My Skeleton*).

As for the original sources, this information really came from *fifteen* previous articles: First, my ten part "Why So Big?" saga. (In our December 2012 issue, and our January, February, and May through November 2013 issues). Plus *Still Too Big??? (Part 1)* in our December 2014 issue, *Let's Get Small* in our March 2015 issue; and *Still Too Big??? (Parts 2, 3 and 4)* in our April, May and June 2015 issues. (Due to unexpected circumstances, *Parts 2, 3, 4* and this *Part 5* wound up being as much follow-ups to *Let's Get Small* as they were follow-ups to *Part 1*). Furthermore, for those of you who may be keeping

score, the short answer to our title is still "Maybe".

Also, please be aware that *most* of the writing and *all* of the size reduction for *Part 2, Part 3, Part 4* and this *Part 5* was done in January and February of 2015. (What can I say? I was "on a roll"). I managed to create a new approximately 3,000 word long article every two weeks or so. (And that was *in addition* to the usual work necessary to produce the regular newsletter that was "under construction" during each of those months). Because of this size reducing/writing binge, I was able to include *every one* of our newly shrunken PDF files on the 40<sup>th</sup> Anniversary Newsletter Collection CD that I put together in March. (Just in time for the 2015 Trenton Computer Festival). Too bad I had to wait another four months to actually publish all of those articles.

Anyway, let's get going. First, I need to talk about my monthly starting point. I call it my "skeleton" file. It's a mostly empty file containing our "boilerplate" pages. (Special re-usable pages whose contents hardly ever change). So it contains

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complete copies of pages 2, 13, 14, 15 and 16 (those "boilerplate" pages), plus its page 1 is about halfway filled in; and its pages 3 through 12 are formatted and ready to use, but *empty* of text or images.

Each month, I put a copy of it in my current working directory, and I start filling it in. Whenever I need to change any of the "boilerplate" pages (such as each January, to change the year, and also if we have new officers), I change my current "skeleton" first. Then I save it under a new, date-based name, and I make another copy of it for my working directory. Thus, I wind up with three copies: The old "skeleton" (which I save "just-in-case"), my new "skeleton" (for use in succeeding months), and my now-current newsletter work file.

Next, I need to define what *isn't* "Too Big". So I took 1502SKL3.sla (my "skeleton" file from February of 2015), copied it to an empty directory (so that it wouldn't be able to find *any* of its images), and made a PDF of it. It came in as 816 KB (835,746 bytes). Right now, I can't conceive of *any* way that Scribus (my fun, fabulous and *free* desktop

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publisher) could possibly produce a sixteen page newsletter issue that would ever come out smaller than that.

That gives us an *absolute* minimum; but what about a more realistic minimum? So I copied the six images from pages 14, 15 and 16 into that same directory, and made another PDF. It came in as 938 KB (960,623 bytes). (Scribus *doesn't* copy its images into its work files. Instead, it only copies pointers to the locations of those images on the hard disk; and I always use the default setting, which locates the images in the *same* directory as the work file. So when I copied just the work file to that empty directory, Scribus couldn't find any images; but after I also copied the images there as well, then it *could* find them again).

Because I *didn't* copy the two images on page 1 into that directory (so those images *weren't* in that PDF); and because pages 3 through 12 were *completely* empty of text, that 938 KB figure is obviously a bit too low. I say that we round it up, and set *1 MB* as a realistic minimum PDF size. (Unless and/or until we



re-do our “skeleton” file yet again, anyway). Please see *Appendix I: Downsizing My Skeleton* further below for additional details about that February “skeleton” and those various images.

In my first “*Why So Big?*” article, I wrote: “In my article *How...Big... Was It?* (in our August 2011 issue), I described how I built that self same August 2011 issue completely from scratch, listing every single teeny, tiny addition that I made in mind-numbing detail. There, I demonstrated (to my satisfaction, anyway) that 2.9 MB was **absolutely** the smallest size that I could get for that particular set of material without unduly sacrificing quality. Because of this, I set my maximum PDF size to 3 MB”. (This was the **last** “practice” issue that I made (using Scribus, anyway) before I became full-time Editor in January of 2012). So you can see that I had a maximum size of 3 MB in my mind right from the start.

Now, we need to re-cap the **seventeen** year career of Barbara DeGroot, our Editor Emeritus. When Barbara took over as full time Editor in 1995,

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**MB**. So except for those seven, **all** of the PDF files that Barbara created using the club's mid-nineties version of Ventura Publisher were **smaller** than the smallest PDF that Scribus can **ever** possibly create. (**1 MB** , from four paragraphs above). I'll leave you to draw your own conclusions about that.

Wikipedia (The Free Encyclopedia) says that Corel Ventura 10 (released in 2002) runs on Ubuntu 14.04 under Wine (the Windows emulator / compatibility layer); but when I searched the Corel website, I only found one reference to Ventura, a single paragraph vaguely mentioning an XP version. From that, I'd conclude that they **don't** have any future plans for Ventura. So there **isn't** much point in trying to get a Linux-compatible upgrade of the club's legal copy.

OK. Now we switch to my much shorter (at least so far) career as full-time Editor. My first seven issues (January to July of 2012) all came in under 3 MB; but then my August 2012 issue came in at 3.3 MB. I was aware that the August issue contained **twice** as many images as any of those seven previous issues, so I **did** have a suspicion about what had happened;

newsletters were still being printed and distributed to our members by snail-mail. In addition to scanning her own issues into her computer during her first three years, she also began the enormous task of finding and scanning in all of our **old** newsletters as well; and she did an amazingly thorough job of that, too. (As of this writing, after **forty** years of publication, we are only missing **eight** issues).

Of the newsletters dating from 1975 to 1998 that Barbara scanned in, the April 1992 issue, at 6.4 MB (6,741,492 bytes). was the largest; but at 36 pages long, it was a special case. (She only scanned in **fourteen** issues bigger than 3 MB. Most came in between 1.6 and 2.7 MB). In 1998, she began directly saving the PDF files that she created using Ventura Publisher. Most of her PDF files came in between 200 and 600 **KB**. Her largest PDF, for the September 2008 issue, came in at 1.3 MB; but at 25 pages long, that was a special case, too.

In fact, of all the Ventura PDFs she made up to December of 2011, only **fifteen** were bigger than 600 KB; and only seven of **them** were bigger than 1

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but I didn't have any time to investigate. Because I was hospitalized for a serious foot operation, which required several **months** of recovery in a convalescent facility. While there, I had to use a borrowed laptop computer running Windows Vista. (Horrors!)

As I've mentioned in previous articles, the three newsletters that I produced on that laptop had “serious technical flaws”, all of which I blamed on Microsoft. (Please see *Purloined Letters* in our March 2013 issue for further details). Furthermore, they were also “Too Big”. October 2012 measured 6.1 MB, November 2012 measured 5.6 MB, and December 2012 measured 4.6 MB. (Those first two results were actually the inspiration for the *Why So Big?* series, which premiered in the December 2012 issue). Later, when I was able to re-create those three issues under Linux, **every one** of those “serious technical flaws” just magically vanished. Plus, those three issues came in at 4.1 MB, 3.2 MB and 2.8 MB, respectively. So they'd **all** gotten smaller, but two of them were **still** “Too Big”. (See *Part 4* for details).

I ended *Thanks For "Why So Big?"* (the tenth and last article of the *Why So Big?* series) with the following conclusion: **"It now seems pretty obvious that the answer to the question 'Why So Big?' is: 51% because I was so foolish as to do my work on a Vista computer, and 49% because I did NOT use only JPG images"**. Anyway, the Vista laptop computer mentioned above died a seemingly permanent death in January of 2013; and I absolutely, positively *don't* intend to use *any* Microsoft operating system ever again. So, while I'm not quite sure which "flavor" I'll be using, I'll definitely be working totally under Linux. Thus, only the second part of that conclusion need concern us here.

In *Let's Get Small*, I mentioned two "working theories" (and I referred to both as "not yet proven"). The first was; **"JPG images produce the smallest PDF files"**. That's just a Linux-only re-working of my conclusion above. It's still holding up, but I suppose that it can *never* be conclusively proven. My second working theory was; **"the increase in**

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did this operation several times, in several different ways; and my results always came out *exactly* the same. So I *had* to accept that incredibly anomalous difference as accurate. Eventually, I figured out a way to accommodate this type of file in my process.

In *Part 2*, I reported that my original plan was to gather more data, by *deconstructing* fifteen newsletters (from October 2013 to December 2014). Quoting myself: "I'd planned to process the October, November and December 2013 issues in *Part 1*; but after processing just that October issue, I got an incredibly anomalous result that was way, *way, WAY* 'Too Big'. This 'threw me for a loop', and I ended *Part 1* quite abruptly". Then I wrote:

"Actually, it was very fortunate that I hit that anomaly so soon. I could have slogged my way through a lot more issues before I realized that *no* working theory is perfect. Lexicographers include 'anomalies' and 'outliers' in their dictionaries because such things *DO* exist, and always will. I'll just have to be prepared to run into them occasionally. So I thought things over, and I decided that I've *already*

**PDF file size for each image added will be approximately equal to the size of each JPG image file"**. That one took a *big* hit in *Still Too Big??? (Part 1)*; but it *wasn't* completely invalidated.

(*Let's Get Small* was actually started in October of 2014, although it *wasn't* given that name until much later; and it was still "under construction" when *Part 1* was being researched and written. So that's how an article published in December can contradict an article that wasn't published until the following March. I suppose I should have adjusted *Let's Get Small* to "regularize" my continuity as I was finishing it, but I just *didn't* notice this discrepancy at the time. Sorry about that).

What happened involved an image measuring 21,387 bytes that was included in a Scribus work file that I was processing. After I deleted it, the new PDF file that I created came out 189,141 bytes smaller. (A difference of *167,754 bytes*). That's almost *eight* times as big as the source image. Certainly *nowhere near* the "approximately equal" result predicted by my second working theory above. Immediately, I re-

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collected enough data. Now, I'll have to try to *use* it".

In *Part 3*, I described Measure2.sla, a new special Scribus work file that consists of a single page containing only one image frame. At that time, I used it to produce an output PDF file that *didn't* contain an image. It measured 306 KB (313,120 bytes). So, from now on, I'll use Measure2.sla to produce a PDF for each new JPG image that I intend to use in any future newsletter. If, *after* I subtract 306 KB from the size of that PDF, the result is *not* approximately equal to the size of that file, I'll know I've got an anomaly.

Furthermore, having that result, I'll also know just how much that anomalous file will actually increase the size of *any* PDF that I add it to. Thus, not only does Measure2.sla identify anomalies, it also supplies me with *exactly* the information that my second working theory *can't* give me in those particular cases. Since we didn't encounter one of these anomalies until late in 2013, I'm guessing that they're caused by some relatively new form of advanced compression; but whatever is causing

them, I've now got the information that I need to deal with them.

One more bit of recap. Here, copied from *Part 4*, is the latest version of my size reduction instructions: Launch the GIMP (GNU Image Manipulation Program), then click on the Tools drop-down menu, then click on the Transform Tools sub-menu, and then click on the Scale tool. Inside the window that pops up, there are Width and Height boxes. Just to their right is a graphical indicator that controls whether the Width and Height boxes are ganged together or not. Click on it. Then go to the drop-arrow box that controls unit selection, and change it from “pixels” to “percent”.

Because I'm decreasing my images in *two* dimensions, not just one, I had to make a further refinement. So to reduce an image to about three quarters of its size, I'll reduce it to 87%. ( $0.87 \times 0.87 = 0.757$ ). To reduce an image to about half of its size, I'll use 71%. ( $0.71 \times 0.71 = 0.504$ ). Likewise, to get about a third of its size, I'll use 57% ( $0.57 \times 0.57 = 0.325$ ). For a quarter of its size, I'll use 50% ( $0.5 \times$

$0.5 = 0.25$ ). For about one tenth of its size, I'll use 31% ( $0.31 \times 0.31 = 0.096$ , close enough to 0.1). For about one twentieth of its size, I'll use 23% ( $0.23 \times 0.23 = 0.053$ ); and for one hundredth of its size, I'll use 10% ( $0.1 \times 0.1 = 0.01$ ).

Finally, here are the ten newsletters that we shrank in 2015:

August 2012 (3.3 MB → 2.8 MB).  
October 2012 (4.1 MB → 2.9 MB). \*  
November 2012 (3.2 MB → 2.8 MB). \*  
July 2013 (3.047 MB → 2.8 MB).  
February 2014 (4.2 MB → 2.5 MB).  
April 2014 (5.4 MB → 2.8 MB).  
May 2014 (5.0 MB → 2.9 MB).  
September 2014 (3.2 MB → 2.7 MB).  
October 2014 (4.7 MB → 2.9 MB).  
January 2015 (3.4 MB → 2.8 MB).

These ten files are all marked with an “R” on our 40<sup>th</sup> Anniversary Newsletter Collection CD. Plus, there's also an eleventh “R” file there. As mentioned above, while convalescing from a serious foot operation in late 2012, I produced three newsletters

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on a borrowed Vista laptop. They *all* came out “Too Big”. Also as mentioned above, October 2012 measured 6.1 MB, November 2012 measured 5.6 MB, and December 2012 measured 4.6 MB.

When I finally got home in 2013, I re-created those three issues under Linux, and they came in at 4.1 MB, 3.2 MB and 2.8 MB, respectively. Thus, the October and November issues, marked with asterisks (\*) above, were *still* “Too Big”. So they required additional shrinkage in 2015. However, at 2.8 MB, the December 2012 issue was small enough. So it *didn't* have to be reduced any further; but since it *had* been reduced in 2013, it's also marked with an “R” on that CD.

Well, that pretty much summarizes what I've learned about “bigness” so far. However, I'll be re-fighting this battle again and again every month, and I'm sure to learn more. So there might be another article on this topic someday; but for now, we're done.

### Appendix I: Downsizing My Skeleton

In *Still Too Big??? (Part 2)*, I mentioned “three more images that I've never tried to shrink before”.

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They were all in our “boilerplate” pages, and their removal *did*, indeed, play a big part in the size reductions performed in *Part 3* and *Part 4*. They were NL\_CD\_12.jpg (253.8 KB, or 259,856 bytes), TshirtF4.JPG (168.5 KB, or 172,544 bytes) and TshirtR4.JPG (95.7 KB, or 98,028 bytes). These three files were last used in 1501SKL3.sla, the “skeleton” file used to produce the January 2015 issue.

I created three smaller replacements by reducing each of them to one twentieth of its previous size, thus producing NL\_CD\_12r.jpg (18.6 KB, or 19,071 bytes), TshirtF4r.JPG (28.1 KB, or 28,735 bytes) and TshirtR4r.JPG (15.1 KB, or 15,511 bytes). Now, I realize that one twentieth of 259,856 bytes is 12,993 bytes, *not* 19,071 bytes; but remember, that one twentieth reduction applies *only* to the pattern of dots that was being manipulated *inside* the GIMP. I believe that those extra 6,078 bytes represent the “JPG file format overhead” that was added when the GIMP saved that reduced image to the hard disk. (And the same goes for those other two images).

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Anyway, “That’s my story, officer, and I’m sticking to it”.

Whatever the case, those three smaller files were used in 1502SKL3.sla, the “skeleton” file used to produce the February 2015 issue. (That’s also the “skeleton” file used to calculate our “minimum PDF size” above). Now, however, circumstances require that we create another “skeleton” file. Because NL\_CD\_12.jpg and NL\_CD\_12r.jpg will now **both** be obsolete. Here’s why:

In 2010, 2011 and 2012, we put out 35<sup>th</sup>, 36<sup>th</sup> and 37<sup>th</sup> Anniversary Newsletter Collection CDs. This year is our 40<sup>th</sup> Anniversary, so I thought it was about time that we produced another one. Therefore, a new CD required a new CD advertisement, and a new CD advertisement required a new CD picture. So I produced NL\_CD\_15.jpg. My first attempt came in at 78.1 KB (79,970 bytes). Still “Too Big”. My second attempt came in at 25.2 KB (25,770 bytes). Still legible, but not quite good enough. My third attempt came in at 18.3 KB (18,774 bytes). That’s actually 297 bytes **smaller** than

NL\_CD\_12r.jpg. As we used to say in the Air Force: “Close enough for government work”.

Then, having created that slightly smaller replacement image. I made a test PDF. It came in at 953 KB (975,899 bytes). That’s actually 15,276 bytes **bigger** than the PDF I made from 1502SKL3.sla (938 KB. or 960,623 bytes). I have absolutely **no** idea why this is so. Fortunately, it’s still smaller than the 1 MB minimum size that I got when I rounded my results up. So everything is still OK; but as Monty Python used to say: “My brain hurts”.

If **your** brain **isn’t** hurting yet, you can find further information about “boilerplate” pages and “skeleton” files in my article *Good News, Bad News* in our February 2015 issue. I discussed changes that I made to our “boilerplate” pages in **extensive** detail under the sub-heading *Well, At Least Something Got Finished* (near the beginning of that article); and I covered “skeleton” files at the end, under *Appendix I: Skeletons In My Closet*.

Recent “skeletons” and their test PDFs:

**1401SKL3.sla** (Jan. to July 2014): Contained **all** of

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the **old** “boilerplate” pages. Produced a PDF measuring **2.0** MB (2,114,512 bytes).

**1408SKL3.sla** (Aug. to Oct. 2014): **First** skeleton file including my **new** page 2. Produced a PDF measuring **2.0** MB (2,116,333 bytes).

**1411SKL3.sla** (Nov. and Dec. 2014): **First** skeleton file including my **new** page 15. Produced a PDF measuring 1.8 MB (1,862,437 bytes).

**1501SKL3.sla** (January 2015): **First** skeleton file including my **new** page 16. Produced a PDF measuring 1.4 MB (1,463,233 bytes).

**1502SKL3.sla** (February 2015): Included those three shrunk files from above. Produced a PDF measuring 938 KB (960,623 bytes).

**1503SKL3.sla** (March 2015): Included the 40<sup>th</sup> Anniversary CD advertisement. Produced a PDF measuring 953 KB (975,899 bytes).

You can see that from November of 2014 to February of 2015, I managed to cut the test PDFs produced by my “skeleton” files to a little bit more than **half** of their former sizes. That’s a decrease of 0.2 MB in November. (When I converted page 15

from a giant full-page-size JPG image to a mostly text-based page). Then a further decrease of 0.4 MB in January (when I likewise converted most of page **16** from image to text); and finally, a decrease of 0.46 MB in February. (When, **at long last**, I got around to replacing those “three more images that I’ve never tried to shrink before” with their newer and smaller equivalents).

You can also see that swapping **only** those three shrunk files had a **bigger** impact than anything else that I did. This leads me to two conclusions: First, anytime I run into an image larger than 20 KB, I should try to shrink it. Second, as of our February 2015 issue, my approximate monthly “starting point” has been reduced from 2.0 MB to 1.0 MB. (If we were making a nineteen fifties science fiction movie, I’d be tempted to call it *The Incredible Shrinking Minimum*).

Near the end of *Part 4* (in our June 2015 issue), I said; “I only managed to get a result significantly lower than 3 MB **twice**. At least while using Scribus as my desktop publisher, this seems to be the best

that I can do". Now, only a month later, I have to eat those words. Because, thanks to my shrinking "skeletons", my "best" has just gotten *a whole lot* better. As noted above, my January 2015 PDF size was 2.8 MB. (*After* being reduced from its original size of 3.4 MB).

Then, from February through June of 2015, my newsletter PDF file sizes came in as 1.4 MB, 1.5 MB, 1.6 MB, 1.69 MB and 1.73 MB, respectively. Those last two issues *did*, in fact, contain more images than those first three; but they *all* came in quite a bit smaller than before. Therefore, from now on, maybe (just maybe), I can shoot for 2.0 MB as my maximum PDF size, rather than 3.0 MB. So it's

possible that someday the short answer to our title might actually become "No". Who knows what the future may bring?

Speaking of the future, here's a last minute (???) addition to my "skeletons" list:

**1508SKL3.sla** (August 2015): Included new or at least renamed versions of most of the images on pages 1, 14, 15 and 16. (For further details, please borrow a time machine, travel to the future, and read *Even More Changes To My Skeleton*, my article in our August 2015 issue).

Well, does your brain hurt **NOW???** (Sorry about that).

See you next month. ☐

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## **The AMD A10–7800 CPU**

*Daniel Woodard, Member, Dayton Microcomputer Association, OH*

*Newsletter: The Databus ([www.dma1.org](http://www.dma1.org)) dgw (at) dma1.org*

Is your computer bogging down, perhaps not powerful enough to handle daily tasks or games? You've surely heard the old adage: "Take two aspirins and call me in the morning." In the same

vein, folks often would upgrade both a video card and the processor to try to speed up their PC. Recently, processors began arriving that combined both a traditional CPU and video card (GPU) into

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one unit. The recently released AMD A10–7800 is one of these, called an APU, or accelerated processing unit.

Although my computer had a fairly competent processor (Phenom II x4), the motherboard's onboard graphics were very weak, to the point where I was seeing huge amounts of lag when I or my kids were playing some basic browser games. I'm one of those folks who like simplicity, so I've enjoyed watching as LAN cards, sound cards and even video cards have been integrated onto the motherboard. This was fine at first, but eventually I found myself wanting to upgrade the video capabilities, and I'd rather be able to do this without having to pull the motherboard or add a video card. I've had video cards in the past, but prefer the fanless variety since they don't add background noise, and there's no fan that can go bad. Silent video cards with huge heat sinks are more of a niche market today, so prices for better performers have climbed up between \$75 and \$100.

The AMD A10 range of processors offered exactly

what I wanted, using the FM2+ socket. (first released earlier this year) The A10–7800 has what is probably the best built in graphics on a very competent but energy efficient processor. Since the graphics are built into the processor, there is no additional heat sink or fan required — it just uses the same heat sink fan that every CPU has anyway. Another advantage is that if I eventually decide to upgrade in a year or two, I can simply and quickly upgrade both the CPU and video elements of my system just by pulling the CPU and inserting a new one — no muss, no fuss.

My prior CPU was the Phenom II X4, running at 2.8 GHz. It drew 95 watts and put out quite a bit of heat. The first thing I noticed about the new A10 CPU was that the heat sink was about half the size of that required for the old Phenom II. I hadn't expected it to be much smaller, considering that now there was also essentially a video card crammed in there as well!

AMD's press release mentions that the processor supports UltraHD (4K) monitor resolutions. The

## The AMD A10-7800 CPU, *continued*

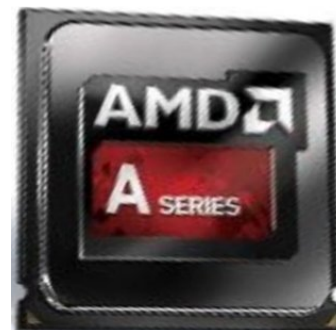
A10-7800 (formerly known as Kaveri) also is touted as having 12 compute cores — 4 CPU and 8 GPU. It runs at a base clock frequency of 3.5 GHz, activating a turbo frequency of 3.9 GHz if an application is demanding. It has 512 video shader cores and a listed 65 watts of drawn power. Also incorporated is AMD TrueAudio, a built in DSP processor that provides dedicated positional sound effects calculation (including echo, etc.) for games. At the time of this writing, the processor is available for around \$140.

As I had mentioned, my main reason for wanting an upgrade was extreme slowdown/lag when playing browser games. I had also noticed an occasional lockup once or twice a month, and decided it was time to install new components. I used Browsermark and PCMark 8 to compare my system before and after the upgrade. Originally I had the AMD Phenom II x4 925 cpu and onboard Radeon HD 4250 video.

### Phenom II x4 925

(4 core, 2.8 GHz, 95 watt)

(142 Watts full load, 83 W at rest)



### A10-7800

(4 core, 3.9 GHz, 65 watt)

(115 Watts full load, 60 W at rest)

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# of transistors: 758 million vs 2.41 billion  
PCMark 8 casual Gaming 7.8 fps vs 28 fps  
Browsermark Score 1,888 vs 3,758  
(full load vs. at rest tested using Handbrake, h.264/mpeg4 video, doesn't include monitor)  
Winrar 156 Megabyte compress:  
109 seconds vs 114 seconds  
Hyper Pi 8m calc, 22 iterations:  
5 min. 26 seconds vs 4 min. 26 seconds

I performed a variety of benchmarks, such as using Winrar to try to compress a 156 Megabyte video file. This may not have been the best choice of file, since they are already highly compressed, but the resulting times were very close, even though the newer cpu clearly uses a lot less power to do the same job. Hyper Pi, which calculates Pi using as many cores as the cpu possesses, showed a marked improvement over the old Phenom II.

If you'll refer to the figures above, you can see that the A10-7800 has roughly three times as many switches/transistors as the Phenom II 925 did. To put that in perspective, my first computer, a TI 99/4a

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from about 1982, had a cpu with 8,000 transistors, while my first IBM clone in around 1990 had 275,000. Put another way, let's say that each switch represents a person. In that case, my first PC had close to the equivalent of my home town's population toiling away in there, while today it is roughly the equivalent to the population of Asia. Clearly, it won't be too long before there are more switches in my computer's processor than there are people alive.

I was also able to borrow a "Kill A Watt" energy testing outlet device from my Dad to get some interesting readings. For example, now I know that my monitor uses up about 27 watts, with the PC using another 60W when the system is not doing much of anything at the desktop. Without the monitor, the new A10 based system uses 115 watts when doing mpeg4/h.264 video file encoding, vs 142 watts on the old Phenom II system. With the side of the case cover off, I definitely could hear the APU fan become a bit noisier during the video encoding, (when the processor kicked into 3.9 GHz

turbo mode) but it wasn't noticeable at all with the case closed. Considering the performance per Watt used, this would be a great choice for a power limited system — if you want to upgrade capabilities without having to upgrade a system's power supply, for example.

Browsermark showed roughly a doubling of ability, while PCMark 8 showed nearly a quadrupling of casual gaming frames per second. Ultimately, I got what I wanted out of the upgrade — browser games are playable again, with no lag for detailed animations in games and such. The system now also has the capability of playing various games with 3D effects, such as first and third person shooters — something I definitely could not have done on my old system.

It wouldn't be fair to finish this review without at least trying a few games. The A10-7800 was able to handle a game called *King's Bounty* that needed a video card upgrade to play about three years ago, due to numerous rendered battle animations. For the past decade, many of the first and third person

shooters and other 3D games have used the Unreal Engine. (UE) I downloaded game demos using the UE2, which was used to make many games from about 2003 to 2008, and the system worked flawlessly. I tried another game that was made with UE3, which was used from about 2009 to present, and again, it did a decent job, but not at the highest resolutions.

The next version of the Unreal Engine is UE4, which is currently being used by developers to make games that will come out starting in 2015, and probably for the next 5 years or so. Using a recently released demo of UE4, I was only able to get frame rates of about nine to fourteen frames per second, which is not playable. However, it is still orders of magnitude above what I would have gotten with any motherboard's onboard graphics, and probably about 15% better than a stand-alone R7 240 video card.

To be fair, the UE4 development system is meant to push even high end video cards at this point — cards that probably cost more by themselves than this processor does. It makes sense for them to do this,

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because it usually takes at least a couple of years to develop the games. Also, today's \$350 Radeon R9 or Geforce GTX video cards will be equivalent to a middle of the road \$120 card 3 or so years from now.

APU's such as the A10-7800 are very unlikely to ever interest either of these two groups: overclockers or video card enthusiasts. AMD wasn't going after either of these markets, so it shouldn't be a surprise. What AMD wanted to do was to offer a relatively inexpensive option for people who like to have what you might consider some mid-range graphics built into the processor. Intel has also started doing this, with Intel graphics built in to a number of their processors now. At least for present, AMD definitely has the upper hand as far as video game framerate on these, however. Looking over numerous online benchmarks, I found that the Intel processors could crunch numbers a bit faster, but that the AMD APU's often had double the game framerates. I guess if you spend most of your time compressing files or doing intensive calculations, Intel might be a better choice.

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However, if anyone in your house plays games, the AMD APU would probably be a better investment.

In a nutshell: I give the A10-7800 a 9.5 out of 10 for energy efficiency and for being able to cram this much video processing ability into an APU. It would probably play 95% of the games out there currently, and you could easily spend \$60 to \$70 on a stand-alone video card that would not outperform this. That said, this is probably a better choice for those who occasionally try first person shooters, considering that it is unlikely to perform well in graphics heavy titles coming out in 2015 and later. For those who leave their PC's on all the time, the savings on an electric bill alone would likely pay for the cost of the A10-7800 in one or two years. This is especially true if your current system has older (released 2010 or before) stand-alone video cards or processors that draw 90W or more.

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# SIG INFO

## LUNICS (Linux/Unix)

Andreas Meyer (lunics (at) acgnj.org)  
<http://www.acgnj.org/groups/lunics.html>

LUNICS is a group for those who share an interest in Unix and similar operating systems. While we do quite a bit with Linux, we've also been known to discuss Solaris and BSD as well. Recent meetings have followed a Random Access format. See our web page for further information. (We meet on the first Monday of each month, at 8:00 PM). ☐

### Main Meeting

Mike Redlich (president (at) acgnj.org)  
<http://www.acgnj.org/groups/mainmeet.html>

We meet on the first Friday of the month, at 8:00 PM. Each December, this meeting includes our Annual Business Meeting and Officer Elections. *No* meetings in July or August. ☐

### Layman's Forum

Matt Skoda (som359 (at) gmail.com)  
<http://www.acgnj.org/groups/laymans.html>

This SIG discusses issues of interest to novice users or those planning to get started in computing. Watch our Web page for updates and announcements. We meet at the same time as the Hardware Workshop. (On the second Monday of the month, at 8:00 PM). *No* meetings in July and August. ☐

### Hardware Workshop

Mike Reagan (hardware (at) acgnj.org)

This group is dedicated to repairing, refurbishing and/or recycling older computers. Ten people attended the first meeting, so there is still a market for this type of event. Although we looked at some of the older equipment stored in the back room, most of our time was spent in talking about past experiences and planning for the future. Hopefully, we can establish a viable long-term schedule of projects, and keep the interest of those who attended this inaugural meeting. If you have a hardware problem, bring it in and we can all help fix or demolish it. (No guarantees either way.) We meet at the same time as the Layman's Forum. (On the second Monday of each month, at 8:00 PM). ☐

## Java

Mike Redlich (mike (at) redlich.net)  
<http://www.redlich.net/javasig/javasig.html>

This SIG covers beginner, intermediate, and advanced level Java programming. Primary focus is on developing useful/practical applets and applications. (We meet on the second Tuesday of each month, at 7:30 PM). ☐

## Mobile Devices

Brenda Bell (mobdevsig (at) acgnj.org)

The Mobile Devices SIG focuses largely on current-generation cellphones and smart phones (such as Blackberry, Android, iPhone) which bridge the gap between basic cell phones and traditional computers, and how they can help you manage and organize your life. Our membership ranges from those who have recently acquired their first, basic cellphone to those who develop applications for today's modern smart phones, iPods, and ultra-portable computers. While we expect to spend much of our time investigating the built-in features and specialized applications available to modern smart phones, if you bring your basic (or multimedia) cell phone, iPod, or other mobile device with questions on how to use it, where to find applications, or what features they have, we are always happy to help! Meet and greet and plan where this event goes. Bring all your ideas, PDAs, fancy phones, etc. (We meet on the second Wednesday of alternate months (we get the even ones), at 7:30PM). ☐

## Computer Workshop

Bob Hawes (bob.hawes (at) acgnj.org)

ACGNJ has not held a daytime meeting in quite a while, so we've decided to try again. Our inspiration: The Philadelphia Area Computer Society holds only *one* meeting a month, but it's a biggie. On the third Saturday, from 8:00 AM to 3:00 PM, they hold *seventeen* different meetings, four at a time in four different rooms. Apparently, there *is* an audience for Saturday daytime meetings. We're starting smaller, though. Just one room (our usual) from **1:00 PM to 4:00 PM**. We're calling it Computer Workshop, after the meetings that Burke Mawby held in Aberdeen,



NJ from 1989 to 2007. Our format (to start, anyway) will be random access. We meet on the Saturday immediately following the second Friday of the month. Most times, this is the second Saturday, but it **can** occasionally be the third Saturday. Please check the schedule on Page 1 to be sure. ☞

### Investment Software

Jim Cooper (jim (at) thecoopers.org)

[http://www.acgnj.org/groups/sig\\_investment.html](http://www.acgnj.org/groups/sig_investment.html)

The Investment SIG continues with presentations on how to use analysis programs TC2000 and TCNet. Large charts are presented on our pull down screen and illustrate the application of computer scans and formulas to find stocks for profitable investments. Technical analysis determines buy points, sell points and projected moves. Technical analysis can also be used on fundamentals such as earnings, sales growth, etc. We're no longer focusing on just Telechart. If you are using (or interested in) Tradestation, eSignal, VectorVest, or just in learning how to select and use charting and technical analysis, come join us!! (We meet on the second Thursday of the month, at 8 PM). ☞

### NJ Gamers

Gregg McCarthy (greggmajestic (at) gmail.com)

<http://www.NJGamers.com>

[www.lanparty.com](http://www.lanparty.com)

The Friday Night Frag starts at 6:00 PM on the second Friday of each month, and keeps going until 12 Noon on Saturday - 18 hours for 5 bucks!

BYOC - Bring your own computer.

BYOF - Bring your own food.

And if you don't like sitting on metal folding chairs...

BYO chair! ☞

### Web Browser (Formerly Firefox)

David McRitchie (firefox (at) acgnj.org).

This SIG is an open forum for all Firefox and Mozilla techniques and technologies, to encourage study and development of web sites of all kinds. All browsers will be considered and examined. All members and guests are invited to check out the design concepts and voice their opinion. (We meet on the third Monday of each month, at 7:30 PM). ☞

### C/C++ Programming

Bruce Arnold (barnold (at) ieee.org)

<http://acgnj.barnold.us/index.html>

This is a forum for discussion of programming in general, beginning and intermediate level C, C++, C-Win programming, hardware, algorithms, and operating systems. We demonstrate real programming in a non-intimidating way, presenting complete code for working programs in 3-5 sheets of paper. (We meet on the third Tuesday of each month, at 7:30 PM). **No** meetings in July or August. ☞

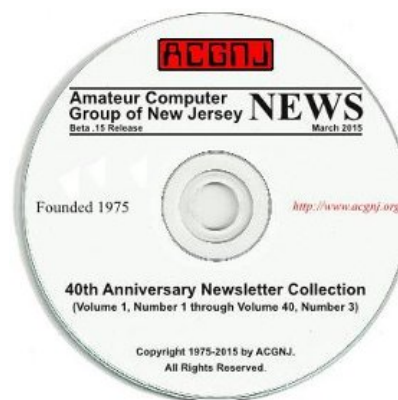
### Window Pains

John Raff (jraff (at) comcast.net)

<http://www.acgnj.org/groups/winpains.html>

Intended to provide members with Windows oriented discussions, Microsoft and Linux style. Directed to more technological level of attendee, but newbies are welcomed. (We meet on the third Friday of the month at 8:00 PM). **No** meetings in July or August. ☞

### 40<sup>th</sup> Anniversary Newsletter CD Now On Sale



Beta .15 Release.

\$8.00, including postage.

(\$7.00 if you pick up a copy at a meeting).

Get yours today!

### Back Issues Still Needed

Our collection remains incomplete. Below is a list of missing newsletters. Anyone who lends us one of these (or supplies a good clear copy) will receive the next CD as our thanks.

1975: #2 and #3 (dates uncertain).

1976: January.

1984: August.

1985: June, July, August, September. ☞



## Guru Corner

If you need help with any of the technologies listed below, you can call on the person listed. Please be considerate and call before 10 PM.

### Software

HTML	Mike Redlich	908-246-0410
	Jo-Anne Head	908-769-7385
ColdFusion	Jo-Anne Head	908-769-7385
CSS	Frank Warren	908-756-1681
	Jo-Anne Head	908-769-7385
Java	Mike Redlich	908-246-0410
C++	Bruce Arnold	908-735-7898
	Mike Redlich	908-246-0410
ASP	Mike Redlich	908-246-0410
Perl	John Raff	973-560-9070
	Frank Warren	908-756-1681
XML	Mike Redlich	908-246-0410
Genealogy	Frank Warren	908-756-1681
Home Automation	Frank Warren	908-756-1681

### Operating Systems

Windows 3.1	Ted Martin	732-636-1942
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## ACGNJ T-Shirts For Sale



(Front)



(Back)

L, XL: \$15.00

M: 2 for \$15.00

bob.hawes (at) acgnj.org

## ACGNJ MEMBERSHIP APPLICATION

Sign up online at <http://www.acgnj.org/membershipApplication.html> and pay dues with PayPal.

US/CANADA		Dues	STUDENT	SENIOR CITIZEN (Over 65)
1 Year	\$25		\$20	\$20
2 Years	\$40			
3 Years	\$55			\$45

Mail this application and your check to:  
 AMATEUR COMPUTER GROUP OF NEW JERSEY, INC., P.O. BOX 135, SCOTCH PLAINS, NJ 07076

☐ New Member ☐ Renewal ☐ Address Change

First Name \_\_\_\_\_ Last Name \_\_\_\_\_ Phone \_\_\_\_\_

Mailing Address \_\_\_\_\_ E-Mail \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ URL \_\_\_\_\_

What topics would you like to see covered at club meetings? \_\_\_\_\_

### Other Local Computer Groups

<b>Princeton Macintosh User Group:</b> 7:15 pm 2nd Tuesday, Jadwin Hall, A-10, Washington Rd, Princeton, (609) 252-1163, <a href="http://www.pmug-nj.org">www.pmug-nj.org</a>	<b>Linux Users Group in Princeton:</b> 7 pm, 2nd Wednesday, Lawrence Branch Mercer Library, Rt#1 & Darrah Lane, Lawrence NJ <a href="http://www.lugip.org">http://www.lugip.org</a>	<b>New York PC:</b> 3rd Thurs, 7 pm, PS 41, 116 W 11th St. For info call hotline, (212) 533-NYPC, <a href="http://www.nypc.org">http://www.nypc.org</a>
<b>Computer Education Society of Philadelphia:</b> Meetings & Workshops at Jem Electronics, 6622 Castor Ave, Philadelphia PA. <a href="http://www.cesop.org/">www.cesop.org/</a>	<b>Brookdale Computer Users Group:</b> 7 pm, 3rd Friday, Brookdale Community College, Bldg MAS Rm 100, Lincroft NJ. (732)-739-9633. <a href="http://www.bcug.com">www.bcug.com</a>	<b>NJ Macintosh User Group:</b> 8 pm, 3rd Tuesday, Allwood Branch Library, Lyall Rd, Clifton NJ. (201) 893-5274 <a href="http://www.njmug.org">http://www.njmug.org</a>
<b>PC User Group of So. Jersey:</b> 2nd Mon., 7 pm, Trinity Presb. Church, 499 Rt 70 E, Cherry Hill, NJ. L. Horn, (856) 983-5360	<b>Hunterdon Computer Club:</b> 8:30 am, 3rd Sat, Hunterdon Medical Center, Rt 31, Flemington NJ, <a href="http://www.hunterdoncomputerclub.org">www.hunterdoncomputerclub.org</a> , (908) 995-4042.	<b>NY Amateur Computer Group:</b> 2nd Thurs, 7 pm, Rm 806 Silver Bldg, NYU, 32 Waverly Pl, NYC. <a href="http://www.nyacc.org">http://www.nyacc.org</a>
<b>Morris Micro Computer Club:</b> 7 pm 2nd Thurs, Morris County Library, Hanover Ave, Morristown NJ, (973) 267-0871. <a href="http://www.morrismicro.com">http://www.morrismicro.com</a>	<b>Central Jersey Computer Club:</b> 8 pm, 4th Friday, Rm 74, Armstrong Hall, College of NJ. Rich Williams, (609) 466-0909.	<b>NJ PC User Group:</b> 2nd Thurs, Monroe Rm at Wyckoff Public Library, 7 pm. Maureen Shannon, (201) 853-7432, <a href="http://www.njpcug.org">www.njpcug.org</a>
<b>Philadelphia Area Computer Society:</b> 3rd Sat, 12 noon Main Meeting, groups 8 am-3 pm. Upper Moreland Middle School, Hatboro PA. (215) 764-6338. <a href="http://www.pacsnet.org">www.pacsnet.org</a>	<b>NJ Computer Club:</b> 6:15 pm, 2nd Wednesday except Jul & Aug, North Branch Reformed Church, 203 Rt 28, Bridgewater NJ. <a href="http://www.njcc.org">http://www.njcc.org</a>	<b>Princeton PC Users Group:</b> 2nd Monday, Lawrenceville Library, Alt Rt 1 & Darrah Lane, Lawrenceville, Paul Kurivchack (908) 218-0778, <a href="http://www.ppcug-nj.org">http://www.ppcug-nj.org</a>

## Classified

**FREE TO MEMBERS.** Use our classified ads to sell off your surplus computer stuff. Send copy to Classified, ACGNJ NEWS, P.O. Box 135, Scotch Plains NJ 07076 or e-mail to the editor: [editor\(at\)acgnj.org](mailto:editor(at)acgnj.org). Classified ads are free to members, one per issue. Non-members pay \$10. Send check payable to ACGNJ Inc. with copy. Reasonable length, please.



### Radio and TV Programs

**Computer Radio Show,** WBAI 99.5 FM, NY, Wed. 8-9 p.m.

**Software Review,** The Learning Channel, Saturday 10-10:30 p.m.

**On Computers,** WCTC 1450 AM, New Brunswick, Sunday 1-4 p.m. To ask questions call (800) 677-0874.

**PC Talk,** Sunday from 8 p.m. to 10 p.m., 1210 AM Philadelphia. 1800-876-WPEN



### Directions to Meetings at Scotch Plains Rescue Squad, 1916 Bartle Ave., Scotch Plains NJ

#### From New York City or Northern New Jersey

Take Route 1&9 or the Garden State Parkway to US 22 Westbound.

#### From Southern New Jersey

Take Parkway north to Exit 135 (Clark). Stay on left of ramp, follow circle under Parkway. Bear right to Central Avenue; follow to Westfield and under RR overpass. Left at light to North Avenue; follow to light in Fanwood. Right on Martine (which becomes Park Ave). Right on Bartle Ave in middle of shopping district. Scotch Plains Rescue Squad (2-story brick) is located on the right. Do not park in the row next to the building. You'll be towed.

#### From I-78 (either direction)

Take exit 41 (Scotch Plains); follow signs to US 22. Turn right at light at bottom of hill and use overpass to cross Rt. 22. Follow US 22 Westbound directions.

#### From US 22 Westbound

Exit at Park Avenue, Scotch Plains after McDonalds on the right, diagonally opposite Scotchwood Diner on the left, immediately before the overpass. After exiting, turn left at the light and use overpass to cross US 22. Bear right at bottom of ramp to continue to south on Park Avenue. Turn left at the second light (a staggered intersection). Scotch Plains Rescue Squad (2-story brick) is on the right. Do not park in the row next to the building - you'll be towed. We meet on the second floor, entering by the door at the right front of the building.

#### From Western New Jersey

Take US 22 Eastbound to the Park Avenue exit. The exit is about a mile past Terrill Road and immediately past the overpass. Exit onto Park Avenue South and follow the directions above to the Rescue Squad building.